

Player Rating Guidance

May 2025

PURPOSE

This Guidance document is intended to be used as a tool, supplemental to the Rating Guidelines in the Governing Manual, to assist those responsible for rating players so ratings may be fair and consistent across all levels of play and across all leagues in the Open Division.

All questions are intended to determine if a player possesses a skill or skills necessary for softball. The full Rating Guidelines may be found in the iPride Softball Governing Manual, Volume 3, Chapter 25.

The Considerations in this document are designed to serve as an aid to coaches/managers to help interpret the questions and assess players' skills accordingly. While we believe it is a great tool to assist, it is not intended to serve as an independent guide for rating players. Player ratings are the responsibility of each league designee (Commissioner/Coach/Ratings Committee, etc.)

HITTING:

VELOCITY

COMPETITION.

HERITAGE.

INCLUSION.

COMMUNITY.



DEFINITIONS

THE FOLLOWING DEFINITIONS APPLY TO THIS SECTION

- **At-bat:** An at-bat is charged to a player following every plate appearance except when: 1) the player hits a sacrifice fly that scores a runner, 2) the player is awarded a base on balls, or 3) the third out occurs and the batter is not entitled to run to first base. Exception #3 shall not be considered if the batter is out due to a strike being a foul ball which ends the at-bat. In the event of any discrepancy between this definition and the official scoring rules of the USA Softball (ASA) and definition contained therein, the latest version of the USA Softball (ASA) rules shall control.
- **Base Safely Reached on Error:** A batter shall be credited with a base safely reached on error on the part of a defensive player(s) who is charged with an error by the scorekeeper.
- **Hit:** A batted ball that allows the batter to reach base safely: 1) on a fair ball which settles on the ground, clears the fence, or strikes the fence before being touched by a fielder, 2) on a fair ball which is hit with such force or such slowness or which takes an unnatural bounce that it is impossible to field with ordinary effort in time to make an out, 3) when a fair ball which has not been touched by a fielder becomes dead because of touching the person or clothing of an umpire, or 4) when a fielder unsuccessfully attempts to retire a previous runner and in the scorer's judgement, the batter-runner would not have been retired at first base by perfect fielding. A hit shall not be scored: 1) when a runner is forced out on a batted ball or would have been forced out except for a defensive error, 2) when a player fielding a batted ball retires a preceding runner with ordinary effort, 3) when a fielder fails in an attempt to retire a preceding runner, and in the scorer's judgement, the batter-runner could have been retired at first base, or 4) when a batter reaches first base safely as a result of a preceding runner being called out for interfering with a batted or thrown ball, or with a defensive player. In the event of any discrepancy between this definition and the official scoring rules of the USA Softball (ASA) and the definition contained therein, the latest version of the USA Softball (ASA) rules shall control.

HITTING: VELOCITY

QUESTION 1	QUESTION 2	QUESTION 3	QUESTION 4	QUESTION 5
Hits a fair or foul ball with low velocity.	Hits a fair or foul ball with medium velocity.	Hits a fair or foul ball with high velocity.	Hits a fair or foul ball with high velocity.	Hits a fly ball 300' (91.4m) or more.
(60% THRESHOLD)	(60% THRESHOLD)	(20% THRESHOLD)	(60% THRESHOLD)	(5% THRESHOLD)

NOTE:

- Questions 1-4 are linked. A YES to the highest question in a linked set earns the player all those questions (i.e., a player with a YES on Q4 will also be given Q1-Q3).
- Players with a YES to Question 3 cannot participate in the E Division.
- Players with a YES to Question 5 cannot participate in the D or E Divisions.
- See Governing Manual Section 20.35.

HITTING: VELOCITY—CONSIDERATIONS



Photo by Larry Barthel.

QUESTIONS 1-4

- The definition for these questions relates to the distance a ball is hit, either in the air or on the ground if it went unimpeded. If you hit a ball 200 feet and it rolls to a distance greater than 250 feet, it would be considered a high velocity hit. For example, if you hit a ball that is fielded by an infielder, the velocity depends on how far the ball would have travelled if the fielder had not touched the ball.
- As most fields are not marked at the distances established in these questions it can be difficult to determine the true distance of a hit ball. During regular league season games, a league might want to use cones or spray paint a demarcation line to help determine where these distances are on the field to help with who gets these questions.
- For hitting questions, we have determined the 20% rule or 60% rule applies to cumulative skill of this question for a player in all World Series Qualifying Games (league and NAGAAA Cup) plus World Series games. Teams may provide their league, NAGAAA Cup and World Series scorebooks when defending this question—providing summaries of batting stats will not be sufficient to defend this question.
- To protest this question, you would generally have to see this skill performed more than one time. As the distance a ball is hit is usually something that is not recorded in a scorebook, the protested team may provide justification on how the player did not perform this 20% or 60% of the time. Possible measures that could be looked at are the numbers of singles, doubles, triples or home runs but this may not completely justify this question.

HITTING: VELOCITY—CONSIDERATIONS



Photo by Larry Barthel.

QUESTION 5

- On fields with 300-foot fences, this definition would apply if the ball hits the fence or goes over the fence.
- If in your leagues you do not play on fields with fences or you play on fields with fences greater than 300 feet you should try to use cones or a demarcation line to judge where 300 feet would be on your fields. If you play on fields with fences less than 300 feet use cones or a demarcation line beyond the fence to determine where 300 feet is.
- 5% threshold. The 5% rule applies to a player's performance in all World Series Qualifying Games (league and NAGAAA Cup) plus World Series games. Teams may provide their league, NAGAAA Cup and World Series scorebooks when defending this question—providing summaries of batting stats will not be sufficient to defend this question.

HITTING:
MODIFIED

BATTING
AVERAGE

COMPETITION. HERITAGE. INCLUSION. COMMUNITY.



DEFINITIONS

THE FOLLOWING DEFINITIONS APPLY TO THIS SECTION

- **At-bat:** An at-bat is charged to a player following every plate appearance except when: 1) the player hits a sacrifice fly that scores a runner, 2) the player is awarded a base on balls, or 3) the third out occurs and the batter is not entitled to run to first base. Exception #3 shall not be considered if the batter is out due to a strike being a foul ball which ends the at-bat. In the event of any discrepancy between this definition and the official scoring rules of the USA Softball (ASA) and definition contained therein, the latest version of the USA Softball (ASA) rules shall control.
- **Base Safely Reached on Error:** A batter shall be credited with a base safely reached on error on the part of a defensive player(s) who is charged with an error by the scorekeeper.
- **Hit:** A batted ball that allows the batter to reach base safely: 1) on a fair ball which settles on the ground, clears the fence, or strikes the fence before being touched by a fielder, 2) on a fair ball which is hit with such force or such slowness or which takes an unnatural bounce that it is impossible to field with ordinary effort in time to make an out, 3) when a fair ball which has not been touched by a fielder becomes dead because of touching the person or clothing of an umpire, or 4) when a fielder unsuccessfully attempts to retire a previous runner and in the scorer's judgement, the batter-runner would not have been retired at first base by perfect fielding. A hit shall not be scored: 1) when a runner is forced out on a batted ball or would have been forced out except for a defensive error, 2) when a player fielding a batted ball retires a preceding runner with ordinary effort, 3) when a fielder fails in an attempt to retire a preceding runner, and in the scorer's judgement, the batter-runner could have been retired at first base, or 4) when a batter reaches first base safely as a result of a preceding runner being called out for interfering with a batted or thrown ball, or with a defensive player. In the event of any discrepancy between this definition and the official scoring rules of the USA Softball (ASA) and the definition contained therein, the latest version of the USA Softball (ASA) rules shall control.
- **Modified batting average:** The percentage resulting from the sum of a player's: 1) hits and 2) bases safely reached on error divided by the player's at-bats.

HITTING: MODIFIED BATTING AVERAGE

BATTING AGAINST	QUESTION 6	QUESTION 7	QUESTION 8	QUESTION 9
E DIVISION	≥ .700	≥ .800	≥ .900	≥ .950
D DIVISION	≥ .600	≥ .700	≥ .800	≥ .900
C DIVISION	≥ .500	≥ .600	≥ .700	≥ .800
B DIVISION	≥ .400	≥ .500	≥ .600	≥ .700
A DIVISION	≥ .300	≥ .400	≥ .500	≥ .600

NOTE: Questions 6-9 are linked. A YES to the highest question in a linked set earns the player all those questions (i.e., a player with a YES on Q9 will also be given Q6-Q8).

HITTING: MODIFIED BATTING AVERAGE—CONSIDERATIONS



Photo by Larry Barthel.

- The modified batting average of a player should be determined over all the World Series Qualifying Games (league and NAGAAA Cup) plus World Series games the player has plate appearances. Teams may provide their league, NAGAAA Cup and World Series scorebooks when defending modified batting average questions—providing summaries of modified batting averages will not be sufficient to defend this question.
- Some leagues do not play in the same Division format as they do at the World Series. For these leagues you may want to consider looking at just the stats from games against teams that are within the same Division guidelines. You may want to use iPride Softball tournament stats for the Division they play in. If a league only has one B team, for that team you may want to just use the games against the higher-level C teams. This same philosophy could be used for any interdivision league play.

RUNNING

SPEED

COMPETITION.

HERITAGE.

INCLUSION.

COMMUNITY.



RUNNING SPEED: DIRECTIONS & CONSIDERATIONS

Ability to run from a stopped and standing ready position, runs from home plate to first base, one base to the next, or third base to home plate (i.e., 70 feet or 21.3 meters) in less than:

QUESTION 10	QUESTION 11	QUESTION 12
4.5 seconds	4.0 seconds	3.5 seconds

NOTE: Questions 10-12 are linked. A YES to the highest question in a linked set earns the player all those questions (i.e., a player with a YES on Q12 will also be given Q10-Q11).

- The 60% rule DOES NOT APPLY to these questions and a player must only do this once to get the question. The speed for this question is determined running from any of the 4 bases to the next base. It is not just from home to 1st or 3rd to home. It also includes runs from 1st to 2nd or from 2nd to 3rd. They must only do it at this speed one time in any of these situations to get this question.
- Good evidence of this could be a video so a protest committee could judge effort and speed.

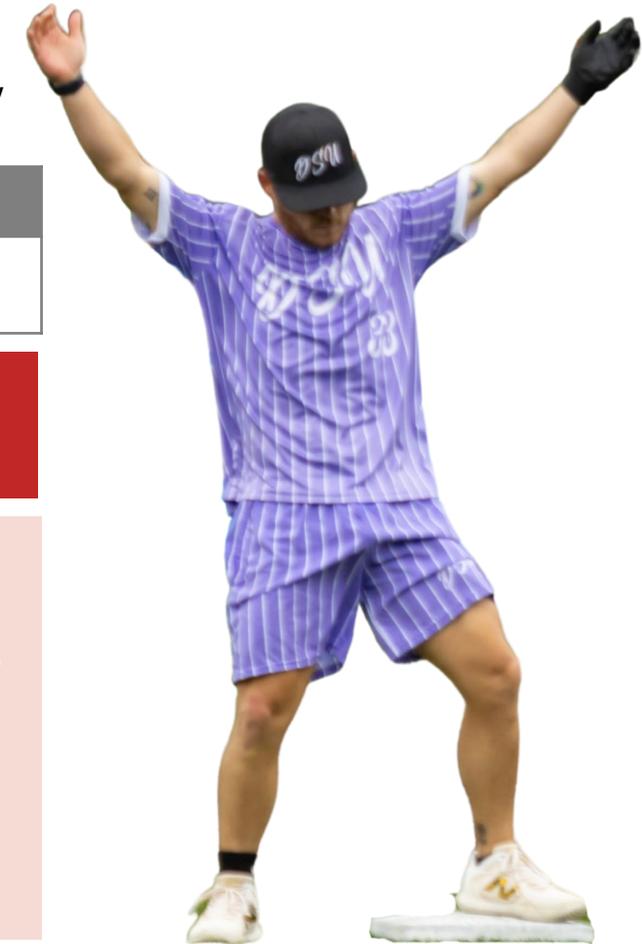


Photo by Larry Barthel.

FIELDING

(INFIELD)

COMPETITION. HERITAGE. INCLUSION. COMMUNITY.



DEFINITIONS

THE FOLLOWING DEFINITIONS APPLY TO THIS SECTION

- **Cleanly fielding the ball:** The player receives and controls the ball immediately while over his/her center of gravity (i.e., not on their knees, on the ground or off-balance) and does not cause any delay in making the next play (e.g., tags the runner, steps on the base, throws the ball to the appropriate place on the field).
- **Directly at the Player:** A ball hit at a player that does not require the player to move his/her feet, although it may cause the player to reach in any direction to make the play.
- **Fly Ball:** Any batted ball that is in the air for more than three (3) seconds but less than five (5) seconds
- **Ground Ball:** Ball hit with a downward trajectory that makes contact with the ground in front of the player when hit directly at a player or in front of the bases when hit between players.
- **High Velocity:** A ball hit greater than 250 feet (76.2m) in the air or a ground ball that would roll to a distance greater than 250 feet (76.2m), if not impeded
- **In the Hole:** A ball hit that requires a player to take 4-5 steps (12 feet (3.7m) or 852 greater) in order to make the play.
- **Line Drive:** A ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels, or in the case of a throw, a ball that from the point of release rises vertically less than 5% of the total horizontal distance it travels.
- **Low Velocity:** A ball hit up to 150 feet (45.7m) or less in the air or a ground ball that would roll to a distance of less than 150 feet (45.7m), if not impeded.
- **Medium Velocity:** A ball hit 150 to 250 feet (45.7 to 76.2 meters) in the air or a ground ball that would roll to a distance of 150 to 250 feet (45.7 to 76.2 meters), if not impeded.
- **Stopping the ball:** The player prevents the ball from continuing beyond the player and causes it to remain in the vicinity of the player. The player is not able, however, to make the next play without delay.
- **Vicinity:** Within a step in any direction laterally of the player receiving the throw
- **Within a few steps:** A ball hit that requires a player to take 2 – 3 steps (9 – 10 feet or 2.7 – 3 meters) in order to make the play.

PLAYER RATING GUIDELINES

FIELDING (INFIELD)

QUESTIONS 13-20 ARE A 60% THRESHOLD

	QUESTION 13	QUESTION 14	QUESTION 15	QUESTION 16	QUESTION 17	QUESTION 18	QUESTION 19	QUESTION 20
Ground Ball / Line Drive Low Velocity	Cleanly fields a ball hit with low velocity directly at the player OR Stops the ball hit with low velocity directly at the pitcher.	Cleanly fields a ball hit with low velocity within a few steps (9 – 10 feet or 2.7-3 meters) of the player OR Cleanly fields a ball hit with low velocity directly at the pitcher.	Cleanly fields a ball hit with low velocity in the hole (>12 feet (3.7 meters) or 4-5 steps) away from the player.					
Ground Ball / Line Drive Medium Velocity			Cleanly fields a ball hit with medium velocity directly at the player OR Stops the ball hit with medium velocity directly at the pitcher.	Cleanly fields a ball hit with medium velocity within a few steps (9-10 feet or 2.7-3 meters) of the player OR Cleanly fields a ball hit with medium velocity directly at the pitcher.	Cleanly fields a ball hit with medium velocity in the hole (>12 feet (3.7 meters) or 4-5 steps) away from the player.			
Ground Ball / Line Drive High Velocity			Stops the ball hit with high velocity directly at the player.	Cleanly fields a ball hit with high velocity directly at the player OR Stops the ball hit with high velocity directly at the pitcher.	Stops a ball hit with high velocity within a few steps (9-10 feet or 2.7-3 meters) of the player OR Cleanly fields a ball hit with high velocity directly at the pitcher.	Cleanly fields a ball hit with high velocity within a few steps (9-10 feet or 2.7-3 meters) of the player.	Stops a ball hit with high velocity in the hole (>12 feet (3.7 meters) or 4-5 steps) away from the player.	Cleanly fields a ball hit with high velocity in the hole (>12 feet (3.7 meters) or 4-5 steps) away from the player.
Fly Ball	Catches a fly ball hit directly at the player.	Catches a fly ball hit zero feet up to 15 feet (4.6 meters) to the sides/front of the player.	Catches a fly ball hit >15 feet up to 30 feet (>4.6 meters up to 9.1 meters) to the sides/front of or 15 feet (4.6 meters) behind the player.	Catches a fly ball hit >30 feet up to 45 feet (>9.1 meters up to 13.7 meters) to the sides/front of or 30 feet (9.1 meters) behind the player.	Catches a fly ball hit >45 feet up to 60 feet (>13.7 meters up to 18.3 meters) to the sides/front of or 45 feet (13.7 meters) behind the player.	Catches a fly ball hit 60 feet up to 75 feet (>18.3 meters up to 22.9 meters) to the sides/front of or 60 feet (18.3 meters) behind of the player.	Catches a fly ball hit >75 feet up to 90 feet (>22.9 meters up to 27.4 meters) to the sides/front of or 75 feet (22.9 meters) behind of the player.	Catches a fly ball hit >90 feet (27.4 meters) to the sides/front of or >75 feet (22.9 meters) behind of the player.

NOTE: Questions 13-20 are linked. A YES to the highest question in a linked set earns the player all those questions (i.e., a player with a YES on Q20 will also be given Q13-Q19).

FIELDING (INFIELD): CONSIDERATIONS



Photo by Larry Barthel.

- The 60% rule applies to a player's performance in all World Series Qualifying Games (league and NAGAAA Cup) plus World Series games.
- Please use as guidance the map on the next page that shows the approximate distance between fielders and the distance they would have to move to catch balls not directly hit at them.
- The 60% rule would be calculated looking at all the balls that the defender had to travel that distance to field. So, if a player had 10 balls hit toward them over a season that they had to move 45 feet to attempt to catch, the 60% would be applied to just those 10 balls. If they cleanly fielded 6 or more of them then they would get this question.

FIELDING

(OUTFIELD)

COMPETITION.

HERITAGE.

INCLUSION.

COMMUNITY.



DEFINITIONS

THE FOLLOWING DEFINITIONS APPLY TO THIS SECTION

- **Cleanly fielding the ball:** The player receives and controls the ball immediately while over his/her center of gravity (i.e., not on their knees, on the ground or off-balance) and does not cause any delay in making the next play (e.g., tags the runner, steps on the base, throws the ball to the appropriate place on the field).
- **Directly at the Player:** A ball hit at a player that does not require the player to move his/her feet, although it may cause the player to reach in any direction to make the play.
- **Fly Ball:** Any batted ball that is in the air for more than three (3) seconds but less than five (5) seconds
- **Ground Ball:** Ball hit with a downward trajectory that makes contact with the ground in front of the player when hit directly at a player or in front of the bases when hit between players.
- **High Velocity:** A ball hit greater than 250 feet (76.2m) in the air or a ground ball that would roll to a distance greater than 250 feet (76.2m), if not impeded
- **In the Hole:** A ball hit that requires a player to take 4-5 steps (12 feet (3.7m) or 852 greater) in order to make the play.
- **Line Drive:** A ball that from the point of contact rises vertically less than 10% of the total horizontal distance it travels, or in the case of a throw, a ball that from the point of release rises vertically less than 5% of the total horizontal distance it travels.
- **Low Velocity:** A ball hit up to 150 feet (45.7m) or less in the air or a ground ball that would roll to a distance of less than 150 feet (45.7m), if not impeded.
- **Medium Velocity:** A ball hit 150 to 250 feet (45.7 to 76.2 meters) in the air or a ground ball that would roll to a distance of 150 to 250 feet (45.7 to 76.2 meters), if not impeded.
- **Stopping the ball:** The player prevents the ball from continuing beyond the player and causes it to remain in the vicinity of the player. The player is not able, however, to make the next play without delay.
- **Vicinity:** Within a step in any direction laterally of the player receiving the throw
- **Within a few steps:** A ball hit that requires a player to take 2 – 3 steps (9 – 10 feet or 2.7 – 3 meters) in order to make the play.

PLAYER RATING GUIDELINES

FIELDING (OUTFIELD)

QUESTIONS 13-20 ARE A 60% THRESHOLD

	QUESTION 13	QUESTION 14	QUESTION 15	QUESTION 16	QUESTION 17	QUESTION 18	QUESTION 19	QUESTION 20
Ground Ball Medium Velocity	Cleanly fields a ball hit with medium velocity directly at the player.	Cleanly fields a ball hit with medium velocity zero feet up to 15 feet (4.6 meters) of the player	Cleanly fields a ball hit with medium velocity >15 feet up to 30 feet (>4.6 meters) up to 9.1 meters) of the player	Cleanly fields a ball hit with medium velocity >30 feet up to 45 feet (>9.1 meters) up to 13.7 meters) of the player	Cleanly fields a ball hit with medium velocity >45 feet up to 60 feet (>13.7 meters) up to 18.3 meters) of the player	Cleanly fields a ball hit with medium velocity 60 feet up to 75 feet (>18.3 meters) up to 22.9 meters) of the player	Cleanly fields a ball hit with medium velocity >75 feet up to 90 feet (>22.9 meters) up to 27.4 meters) of the player	
Ground Ball High Velocity		Cleanly fields a ball hit with high velocity directly at the player.	Cleanly fields a ball hit with high velocity zero up to 15 feet (4.6 meters) of the player	Cleanly fields a ball hit with high velocity >15 feet up to 30 feet (>4.6 meters) up to 9.1 meters) of the player	Cleanly fields a ball hit with high velocity >30 feet up to 45 feet (>9.1 meters) up to 13.7 meters) of the player	Cleanly fields a ball hit with high velocity >45 feet up to 60 feet (>13.7 meters) up to 18.3 meters) of the player	Cleanly fields a ball hit with high velocity >60 feet up to 75 feet (>18.3 meters) up to 22.9 meters) of the player	Cleanly fields a ball hit with high velocity >75 feet up to 90 feet (>22.9 meters) up to 27.4 meters) of the player
Fly Ball	Catches a fly ball hit directly at the player.	Catches a fly ball hit zero feet up to 15 feet (4.6 meters) to the sides/front of the player.	Catches a fly ball hit >15 feet up to 30 feet (>4.6 meters) up to 9.1 meters) to the sides/front of or 15 feet (4.6 meters) behind the player.	Catches a fly ball hit >30 feet up to 45 feet (>9.1 meters) up to 13.7 meters) to the sides/front of or 30 feet (9.1 meters) behind the player.	Catches a fly ball hit >45 feet up to 60 feet (>13.7 meters) up to 18.3 meters) to the sides/front of or 45 feet (13.7 meters) behind the player.	Catches a fly ball hit 60 feet up to 75 feet (>18.3 meters) up to 22.9 meters) to the sides/front of or 60 feet (18.3 meters) behind the player.	Catches a fly ball hit >75 feet up to 90 feet (>22.9 meters) up to 27.4 meters) to the sides/front of or 75 feet (22.9 meters) behind the player.	Catches a fly ball hit >90 feet (27.4 meters) to the sides/front of or >75 feet (22.9 meters) behind the player.

NOTE: Questions 13-20 are linked. A YES to the highest question in a linked set earns the player all those questions (i.e., a player with a YES on Q20 will also be given Q13-Q19).

FIELDING (OUTFIELD): CONSIDERATIONS



Photo by Larry Barthel.

- The 60% rule applies to a player's performance in all World Series Qualifying Games (league and NAGAAA Cup) plus World Series games.
- Please use as guidance the map on the next page that shows the approximate distance between fielders and the distance they would have to move to catch balls not directly hit at them.
- The 60% rule would be calculated looking at all the balls that the defender had to travel that distance to field. So, if a player had 10 balls hit toward them over a season that they had to move 45 feet to attempt to catch, the 60% would be applied to just those 10 balls. If they cleanly fielded 6 or more of them then they would get this question.

THROWING & PITCHING

COMPETITION. HERITAGE. INCLUSION. COMMUNITY.

DEFINITIONS

THE FOLLOWING DEFINITIONS APPLY TO THIS SECTION

- **Accuracy:** A throw that is within one to two steps of the intended target.
- **Deliver multiple pitch techniques with accuracy:** The ability to use arc, spin, location and movement of the ball to deliver various pitches (e.g. curve, change up, cutter / reverse curve, knuckle ball) that are called strikes or cause the batter to swing.
- **Off center of gravity:** The player fields the ball from his/her knees, off one foot, while moving the opposite direction from the throw or while in the air.

THROWING & PITCHING

QUESTIONS 21-26 ARE A 60% THRESHOLD

QUESTION 21	QUESTION 22	QUESTION 23	QUESTION 24	QUESTION 25	QUESTION 26
Throw 50 feet (15.2 meters) with line drive (regardless of accuracy)	Throw 50 feet (15.2 meters) with line drive and accuracy	Throw 70 feet (21.3 meters) with line drive and accuracy	Throw 100 feet (30.5 meters) with line drive and accuracy	Throw 150 feet (45.7 meters) with line drive and accuracy	Throw >200 feet (61 meters) with line drive and accuracy
	Pitch a strike and/or cause the batter to swing	Vary the height, depth and location of the pitch while pitching a strike and/or causing the batter to swing	Deliver multiple pitch techniques while pitching a strike and/or causing the batter to swing		
Throw 70 feet (21.3 meters) (regardless of arc or accuracy)	Throw 70 feet (21.3 meters) with line drive (regardless of accuracy)	Throw 100 feet (30.5 meters) with line drive (regardless of accuracy)	Throw 150 feet (45.7 meters) with line drive (regardless of accuracy)	Throw >200 feet (61 meters) with line drive (regardless of accuracy)	Throw 150 feet (45.7 meters) with line drive and accuracy while off center of gravity (e.g., from knees, from one foot)
	Throw 100 feet (30.5 meters) (regardless of arc or accuracy)	Throw 150 feet (45.7 meters) (regardless of arc or accuracy)	Throw >200 feet (61 meters) (regardless of arc or accuracy)	Throw 100 feet (30.5 meters) with line drive and accuracy while off center of gravity (e.g., from knees, from one foot)	

NOTE: Questions 21-26 are linked. A YES to the highest question in a linked set earns the player all those questions (i.e., a player with a YES on Q26 will also be given Q21-Q25).

THROWING & PITCHING: CONSIDERATIONS

- The 60% rule applies to a player's performance in all World Series Qualifying Games (league and NAGAAA Cup) plus World Series games.
- For all of the places in these questions related to throwing a distance regardless of arc or accuracy: If you are able to do this one time it could be deemed you have the ability to do it 60% of the time. However, the protested team may present evidence to demonstrate how they are not able to perform the skill 60% of the time.
- In general, the distance of a throw from 3rd base to first is 100 feet or more. Depending on how deep the shortstop is playing that distance can be deemed to be 100 feet. Because of this we would expect most players playing in these positions have the capability to throw the ball 100 feet.
- For all the parts of this question that require throwing with accuracy: Throwing errors should be recorded as such in the scorebook. For example, the shortstop making a throwing error to 1st base could be marked in the book as E6 (T). If these are marked in the scorebook you could calculate how many times they made the throw and how many were throwing errors to determine the 60%.



Photo by Larry Barthel.



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